## Requirements

The template for each requirement is as follows:

Number	Title	
Description		
Source	Priority	Build/Release
Notes		

Note that some of the wording has changed from earlier versions of the Requirements Document, however, the content of all requirements has remained the same. As an example, 'wrapper' is now called 'component wrapper' and 'interface' is now called 'coupler'.

#### Software

#### Physics Component Architecture

Number	S1	Title	Consistent Architecture for Physics		
			Components (PC)		
Description	All physics con	nponents in the f	ramework will have consistent architecture.		
	The architectur	e consists of:			
	<ul> <li>Physics</li> </ul>	Model (PM)			
	<ul> <li>Physics</li> </ul>	Component Wr	apper		
	Coupling	ng Interface (aka	Coupler)		
	Note that the n	nultiplicity of cor	nponent wrapper to PM mapping is 1:1, and		
	that coupler to	PM mapping is	1:many. The functionality of the partitions is		
	further describ	ed below. The in	nplementation of the partitions is described in		
	the related Design Document.				
Source		Priority Build/Release			
Notes	Done. Code h	ad been converte	d in Milestone 7I, Interoperablility Prototype.		

Number	S1.0	Title	Consistent Architecture for Physics Model (PM)			
Description	Physics models will provide the following functionality:					
	<ul> <li>Solution to space weather simulation in specific subdomain.</li> </ul>					
Source		Priority Build/Release				
Notes	Done. By definition of Physics Model.					

Number	S1.1	Title	Consistent Architecture for Component		
			Wrappers		
Description	Component Wi	rappers will provide the following functionality:			
	Unit co	Unit conversion to standard units;			
	Data transformation, as needed.				
Source		Priority		Build/Release	
Notes	Done. Code ha	Done. Code had been converted in Milestone 7I. Have created a library which			
	can be used for these functions. Future Physics Components can use these				
	library function	ns.			

Number	S1.2	Title	Consistent Language for PM and Component		
			Wrapper		
Description	Component Wrapper will be written in same programming language as PM				
Source		Priority Build/Release			
Notes	All PM and Component Wrappers are in F77/90.				

Number	S1.3						
Description	Coupler will pr	ovide the follow	ing functionality	y:			
	<ul> <li>Data ex</li> </ul>	change between	PMs;				
	Generic	data mapping be	etween PMs, ind	cluding linear interpolation and			
	integrat	ion of grid data;					
	<ul> <li>Control</li> </ul>	of execution of	Processing Elen	nents (PEs);			
	• Fine-gr	ained communic	ation between P	Es;			
	• Interaction with Control Module during execution (e.g.,						
	starting/stopping execution, synchronization, allocation of PE's, etc.).						
Source	Priority Build/Release						
Notes	Done. Data mapping is not generic, does what PMs require.						

Number	S2	Title	Consistent Architecture for Newly Developed		
			Code		
Description	Newly developed PMs will have the architecture described above, prior to				
	being included in the framework.				
Source		Priority		Build/Release	
Notes	PMs in the framework were developed in parallel with architecture above and				
	now comply.				

Number	<b>S</b> 3	Title	Consistent Architecture for Pre-existing Code		
Description	Pre-existing, coupled software will be decoupled to have the architecture				
	described above, prior to being included in the framework.				
Source		Priority Build/Release			
Notes	GM, IE, and IM preexisting coupling removed to use framework architecture.				

Number	S4	Title	Physics Component Replaceability			
Description	Physics compo	Physics components developed for the framework must be easily extendible				
	and replaceable	e to include new	components for	statistical models	, data	
	assimilation m	odels, etc. That i	is, physics comp	onents must supp	ly/consume	
	data as described in the Coupler for each physics component so that they can be					
	substituted with alternative physics components.					
Source		Priority		Build/Release		
Notes	This has been implemented, but not thoroughly tested.					

#### Control Architecture

Number	S5	Title	Control of Execution on Hardware Platform				
Description	The Control m	The Control module for the framework will allow control of execution of the					
	space weather	space weather simulation. The types of control parameters include:					
	<ul> <li>Choice</li> </ul>	Choice of PMs					
	Run parameters for chosen PMs						
	Choice of parallel architecture on which to execute						
	<ul> <li>Numbe</li> </ul>	Number of processors on which to execute					
Source		Priority Build/Release					
Notes	The control module utilizes two text file, LAYOUT.in and PARAM.in which						
	provide these p	parameters to the	Control module				

Number	S6	Title	Monitoring of Execution			
Description	The Control m	The Control module for the framework will provide monitoring of progress of				
	the space weather simulation. The types of progress parameters include:					
	Execution progress					
	Error logging					
	Other run-time information					
Source		Priority		Build/Release		
Notes	Done. Some PMs duplicate some elements of logging.					

Number	S7	Title	Control of Specific Build				
Description		The Control module for the framework will perform actions based partially					
	-		• 1	es of actions perfor			
	<ul> <li>Selection</li> </ul>	on of correct cou	pler, component	wrapper, and PM	S		
	<ul> <li>Active</li> </ul>	control of PMs d	uring execution				
	• Synchr	onization of time	steps/iterations	of PMs			
	Distribution of PEs to PMs, however each PM will load balance and						
	distribute its own workload on its group of PEs						
Source	Priority Build/Release						
Notes	Related to Requirement H1, Allocation of PEs to PMs.						
	The Control m	odule does perfor	rm these actions				

# Graphical User Interface (GUI) Architecture

Number	S8	Title	Functionality by User Level
Description	The functionality of the GUI will be discretized at three levels: Beginner User,		
	Intermediate User, and Advanced User		
Source		Priority	Build/Release
Notes	The GUI is not yet completed, but this functionality is being implemented.		

Number	S8.1	Title	Functionality for Beginner User Level	
Description		•	ork for the Beginner User is as follows:	
	<ul><li>Select and control postprocessed data</li><li>View postprocessed data</li></ul>			
Source		Priority	Build/Release	
Notes	In progress. D	In progress. Description should state "The functionality of the GUI"		

Number	S8.2	Title	Functionality 1	for Intermediate User	Level
Description	The functionality of the framework for the Intermediate User is as follows:  • All functionality of Beginner User, in addition  • Create makefile  • Set run parameters  • Submit and monitor queue  • Control and monitor run  • Monitor data  • Choose output file  • View raw data				
Source	Control	• Control postprocessing  Priority Build/Release			
Notes	In progress. D	escription should	state "The fund	ctionality of the GUI.	····

Number	S8.3	Title	Functionality 1	For Advanced User	r Level
Description	The functionality of the framework for the Advanced User is as follows:				
	All fund	ctionality of the I	ntermediate Use	er, in addition	
	• tbd, see discussion in the section entitled' Use Case Diagram for the			am for the	
	Space Weather Modeling Framework'				
Source		Priority		Build/Release	
Notes	In progress. Description should state "The functionality of the GUI"			UI"	
	Advanced users will be given more advanced monitoring and control of the				
	system.				

Number	S9	Title	GUI for Select	ion of Physics Co	mponents
Description	The GUI for the framework will allow the user to select physics components			components	
	features at com	pile time to com	pose the executa	able for a space we	eather
	simulation run				
Source		Priority		Build/Release	
Notes	In progress. This functionality is build into \$8.2.				

Number	S10	Title	GUI for Select	ion of Run Param	eters
Description	The GUI for the framework will allow the user to select control parameters for				
	the submission	the submission of a space weather simulation run, including model			el
	initialization parameters and restart files				
Source		Priority		Build/Release	
Notes	In progress. The GUI will control creation of PARAM.in, which drives the				
	simulation.				

Number	S11	Title	GUI for Monitoring of Job Execution	
Description	The GUI for the framework will allow the user to monitor the execution of			
	compiled code based on the selection of physics modules			
Source		Priority Build/Release		
Notes	In progress. M	In progress. Monitoring via "in progress" look at run logs.		

Number	S12	Title	GUI for Viewing Results	
Description	The GUI for the framework will support the interactive viewing of plots derived from space weather simulation runs			
Source		Priority	Build/Release	
Notes	In progress. Pl	In progress. Plotting will make use of batch scripts to drive IDL and Tecplot.		

## Input/Output Formats

Number	S13	Title	File Formats for Post-processing	
Description	The framework will maintain the ability to read from/write to standard file			
	formats for gridded data, including HDF-5 and documented ASCII files			
Source		Priority	Build/Release	
Notes	Old formats maintained. No HDF-5 support yet.			

# Grids and Communications between Mixed-Species Grids

Number	S14	Title	Support for SV	WMF Grids	
Description	most commonl	y used by the Spa	ace Weather mo	lementations for to deling community spherical, in two	, including
Source		Priority		Build/Release	
Notes	PM couplers contain implementations for all these grids.				

Number	S15	Title	Support for Op	perations on SWM	IF Grids
Description	The framework	The framework must provide operations associated with standard grids,			
	including trans	forming one grid	into another. T	The framework mu	st provide
	operations for interpolation/integration of mixed species grids as defined for			defined for	
	the Physics Model Coupler				
Source		Priority		Build/Release	
Notes	Related to Requirement S14, Support for SWMF Grids.				
	All grid operat	ions required for	existing PMs ha	ave been complete	ed.

Number	S16	Title	Support for New Grid Types	
Description	The framework must provide the ability to support new grid types and the			
	associated re-grid transformations			
Source		Priority Build/Release		
Notes	Grid support implemented as needed by PMs. No new grid types tested.			

#### Hardware

Number	H1	Title	Allocation of PEs to PMs			
Description	The framework must be able to configure the number of processing elements					
	(PEs) allocated	(PEs) allocated to each physics model (PM)				
Source		Priority		Build/Release		
Notes	Related to Requirement S7, Control of Specific Build.					
	This is done in	the Control mod	ule via input fro	om LAYOUT.in.		

Number	H2	Title	Execution on Various Hardware Platforms			
Description	The framework must be able to compile for, and execute on, each parallel					
	architecture ma	architecture machine in a specified set, as defined in the Operating				
	Environment/Hardware Platforms section of this document					
Source		Priority		Build/Release		
Notes	Related to Requirement H3.5, Performance of Customer Delivery.					
	This has been of	done.				

Number	H3	Title	Performance			
Description	Conversion to framework architecture from current architecture must show eventual performance improvements for obtaining similar results with similar resolution					
Source		Priority Build/Release				
Notes	Framework performance requirements have been met.					

Number	H3.1	Title	Baseline Performance			
Description	The framework will provide at least P/2 scaling to 256 processors on the ESS					
	testbed and to as many nodes available on the Beowulf					
Source		Priority A Build/Release baseline				
Notes	Completed in Milestone 3E.					

Number	H3.2	Title	Performance of First Code Improvement			
Description	The framework will provide an improvement over baseline of 5X with same					
	resolution on the ESS testbed and the ESS Linux cluster					
Source		Priority	В	Build/Release	Milestone 6.F	
Notes	Completed in Milestone 6F.					

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Number	H3.3	Title	Performance of Second Code Improvement			
Description	The framework will provide an improvement over baseline of 15X with same					
	resolution on t	resolution on the ESS testbed and the ESS Linux cluster. Measure accuracy				
	against a fully explicit run					
Source		Priority	С	Build/Release	Milestone 9.G	
Notes	Completed in Milestone 9G.					

Number	H3.4	Title	Performance of Full Model			
Description	The frameworl	The framework will support faster than real-time full interoperation of PMs in				
	framework usi	framework using at least 256 nodes on Teraflops Scalable Testbed				
Source		Priority	С	Build/Release	Milestone	
					10.J	
Notes	Completed in Milestone 10J.					

Number	H3.5	Title	Performance of Customer Delivery				
Description		The framework will be portable to alternative architecture hardware,					
	such as the E	ESS Linux clust	er and mach	ines used by CCM	C and NOAA		
	SEC, and dea	monstrate fram	ework's oper	ration			
Source		Priority	С	Build/Release	Milestone		
		11.K					
Notes	Related to Requirement H2, Execution on Various Hardware Platforms.						
	The SWMF	has been succes	ssfully instal	led and is running	at the CCMC.		

## Non-Functional Requirements

## Security

See Software Requirements S8, S8.1, S8.2, and S8.3.

## Portability

See Hardware Requirement H2, H3.5.

#### Extensibility

See Software Requirements S2, S3, and S4.

# Maintainability

Number	M1	Title	Source Code Documentation				
Description	The developers of the framework will provide appropriate documentation to						
	maintain the fr	maintain the framework:					
	<ul> <li>the fran</li> </ul>	the framework will provide a User Manual					
	the framework will provide a Maintenance Manual						
	• the sou	• the source code in the framework will be commented					
Source	Priority B Build/Release All						
Notes	This documentation is included with the framework code.						

Number	M2	Title	Method of Source Code Delivery for			
			Milestones			
Description	The source cod	The source code will be delivered to the evaluation community using current,				
	standard formats, such as TAR					
Source		Priority		Build/Release		
Notes	A tar distribution is available on the web.					

Number	M3	Title	Method of Source Code Delivery to Users		
Description	The source code will be available to the user community using current,				
	standard techniques, such as SourceForge or FTP				
Source		Priority Build/Release			
Notes	Code available through http/ftp on web page only.				

## Leveraging Requirements from Other Sources

## Earth System Modeling Framework

Number	E1	Title	ESMF Requirements, General			
Description	In coordination with Earth System Modeling Framework, design framework					
	specifications,	specifications, based upon analysis of requirements [4]				
Source		Priority		Build/Release		
Notes	Due to differing timeframes for milestone completion, very little coordination					
	with the ESMF	₹.				

Number	E1.1	Title	Language Interoperability Policy
Description	Our language interoperability policy is based on the following document:		
	Earth System Modeling Framework: Implementation report, NASA		
	High Performance computing and Communications Program, Earth and		
	Space Sciences Project, UCAR, Boulder, Colorado, 2002		
Source		Priority	Build/Release
Notes	Only F77/90 code has been used. No interoperability issues exist now.		

#### **Operational Scenarios**

The Operational Scenarios for the SWMF are described from the perspective of the Graphical User Interface (GUI) using the Unified Modeling Language (UML), v1.3 [2, 3]. Specifically, a Use Case Diagram is used to describe the long-term vision for the GUI. Several Sequence Diagrams are used to describe possible sequences of execution in the system.

#### Use Case Diagram Notation Description

The following is a description of Use Case Diagram notation. An *actor* is shown as a stick figure. The stick figure often represents a human interacting with the system, however, the actor is not necessarily human and may be an external hardware or software system. Actors may be related to each other through *inheritance*, as indicated by a line with a triangle at one end. The actor at the end of the relationship without the triangle inherits the properties of the actor at the end with the triangle. In addition, the inheriting actor typically has additional specialization(s). In **Figure 1**, the Intermediate User actor inherits from the Beginner User actor.

A use case is shown as an oval with a label. A use case is a collection of related behaviors. As an example, two use cases from **Figure 1** are Set Run Params and Submit & Monitor Queue. A system boundary is used to group families of use cases and/or actors, such as Create Executable and Queue being grouped together into the Operating System boundary. Finally, associations are shown with solid, connecting lines between actors and use cases or between two use cases. As an example, the Intermediate User actor is associated with the Control & Monitor Run use case.

#### Use Case Diagram for the Space Weather Modeling Framework

As mentioned, **Figure 1** is the Use Case Diagram for the SWMF. As such, the diagram offers a starting point for a discussion regarding the system functionality and operational scenarios. The figure is meant to be inclusive of eventual framework functionality, and additional details about specific use cases may be found in appropriate versions of the framework Design Document. That is, **Figure 1** shows the eventual functionality of the overall system, and not all functionality indicated in the diagram is implemented as part of Phase 1. As an example, the Control and Monitor Run use case will be thoroughly described in the Design Document covering the use cases implementation.

In **Figure 1**, there are three user actors: beginner user, intermediate user, and advanced user. Each user type inherits from the previous user type. The functionality that is inherited is indicated by which use cases are associated with each actor. Note that there is currently no discretization between Intermediate and Advanced User. In future versions of the framework, several use cases may migrate from Intermediate to Advanced User.

The use cases are as follows:

- Create Makefile: create a conditional makefile that compiles, links, and builds the executable code requested by the user. That is, the Create Makefile use case creates an executable from some subset of the physics modules;
- Set Run Params: set the parameters for a science run using a specific executable on a specific target machine;
- Submit & Monitor Queue: submit a job to the queue for later execution. Monitor the queue to observe the status of the submitted job;

- Control & Monitor Run: observe the job as it executes. Make any modifications to the submitted job at specific checkpoints;
- Monitor Data: observe the data produced by a specific science run during execution;
- Choose OutFile: choose from several output data files that have been produced;
- View Raw Data: observe the raw data produced by a specific science run after execution is complete;
- Control Postproc: filter data, as appropriate, for specific postprocessors;
- Select & Control Postproc Data: choose from several postprocessed data files and control parameters related to viewing data;
- View Postproc Data: observe data that has been postprocessed in postprocessed form.

The associations between users and use cases are indicated by solid lines connecting the two, and are not individually described here for brevity.

In addition to the GUI system, there is also an Operating System (OS) boundary in **Figure 1**. The OS contains an actor that creates the executable and the queue for maintaining submitted jobs. There is a Physics Module (PM) subsystem. The PM contains an actor that is the physics model executable. That is, it contains the actual physics software for executing science runs.

Finally, there exists the Output Data Processing subsystem that contains three actors: Raw Output Data, Postprocessors, and Graphics Software. The Raw Output Data actor is the data produced by the physics runs in it raw, unfiltered form. The Postprocessor actor(s) are tools that filter the data and make it usable. Finally, the Graphics Software actor is a set of tools for viewing the data in a usable, graphic format.

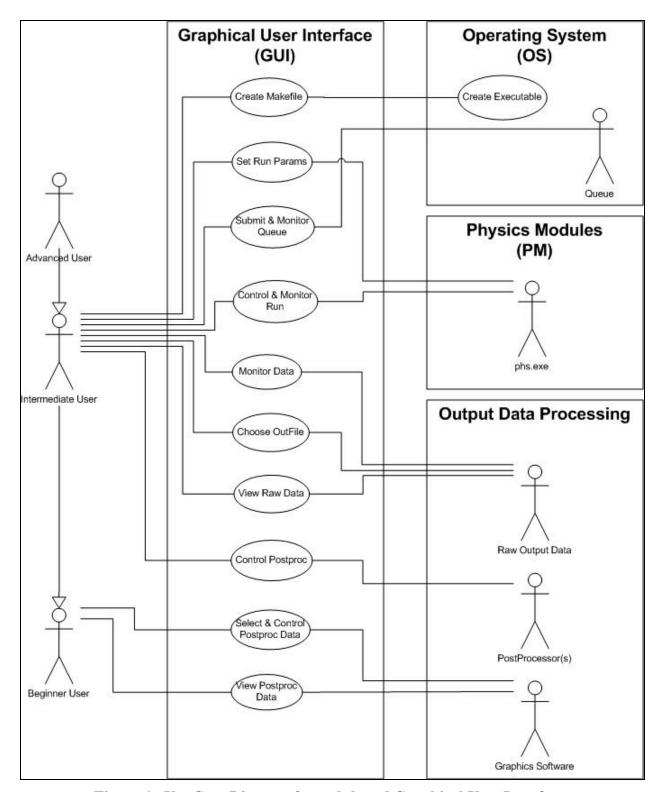


Figure 1. Use Case Diagram for web-based Graphical User Interface.